
Abstract

The work investigates the demographics of video game players, addresses the popularity of games and how they can be used for educational purposes. We will investigate how games are being used for educational purposes. It is often the misconception of those who do not play games, that this is just a child's hobby or obsession. With the ready availability of gaming and devices and the popularity of playing games, this research will investigate gaming with aims at designing and developing educational games to support one of the science technology, engineering and mathematics (STEM) fields